

Hoodwink #18

A Diplomacy zine published by Stven Carlberg.

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Would you look at that! **Hoodwink** celebrates its 18th issue— old enough to vote!— and just in time for the Presidential primary season! But wait, no politics! Let's stick to something we can enjoy disagreeing about: The games!

The results of last issue's Scattergories contest will be delayed until next time. One rule I forgot to specify is that only one answer per category is allowed from each player. I will score entries of those

two or three players who submitted multiple answers by taking the first answer given. If this drives anybody crazy enough to want to change an entry, you're welcome to it!

But hey, another Diplomacy game begins! Following the tradition of all Diplomacy games in **Hoodwink**, it is named after a ship upon which Horatio Hornblower served during the course of that distinguished career documented by C.S. Forester.

Pique – A New Game of Diplomacy

Austria	Peter Baker , 800 S. Washington St., Apt. A-106, Alexandria VA 22314
England	Steven McKinnon , 71 Chestnut #14, Albany NY 12210
France	Herb Barents , 17187 Wildemere, Detroit MI 48221
Germany	Jack McHugh , 280 Sanford Road, Upper Darby PA 19082
Italy	Michael Alterio , 909 Sycamore Street, Buffalo NY 14212
Russia	David Pierce , 8503 Coran Drive, Cincinnati OH 45255
Turkey	Douglas Kent , 54 W. Cherry St. #211, Rahway NJ 07065

From the looks of that roster of players, this should be a good one! Now let's get down to the house rules.

First and most important, I am a maniac* for promptness. [*@1987, D. Kent.] The deadline printed in the zine really *is* the deadline. If ten days goes by and you have not received the zine, don't wait! Notify me! It'll be the Post Office screwing up, not me!

I prefer to get your moves on paper, in the mail. If you *must* phone your orders, do so no later than 8:00 p.m. on the night *before* the deadline. If you get my answering machine, leave your orders on the machine; don't ask me to call you back, because... I won't! If you submit orders by fax (the fax machine is my office's, not my own), do so no later than 3:00 p.m. on the deadline day. In *every* case, the earlier I get your orders, the better I like it.

There are some special rules during the 1901 game year, as I will not allow, out of fairness to all the players, an NMR or NBR on any move through Winter 1901. If you fail to get orders in during 1901, two things happen: (a) a delay of game and (b) your payment of a \$5 fine. This money is applied to a one-issue extension of the **Hoodwink** subscription of each player in the game, so that you are paying everybody back for the issue wasted by the delay.

The point, of course, is not for me to collect fines, but for you to avoid like the dickens missing a deadline!

After 1901, in the event of failure to submit orders, there will be no delay of game. The game will be reported with an NMR and a standby will be called. I reserve the right to expel a player from the game and/or the zine if he shows repeatedly that he will not meet deadlines on his own recognizance.

Deception of the GM and impersonation of the GM are another couple of likely ways to get thrown out. I can probably think of some others, but it's better if you just don't tempt me to!

Other than Winter 1901, which is an automatic, a season separation may be declared by the GM— and I do try to anticipate situations where a separation will be desirable. Request of three players (or fewer, if there are fewer than six still in the game) also gets a separation of seasons. Orders contingent on results of previous seasons are permitted and recommended.

Game press in **Hoodwink** is "off-white," meaning that you may write anonymously, but you may not pretend to be another player.

Deadlines run four to five weeks apart, depending on my personal schedule. The current issue is your only sure guide to what the next deadline is.

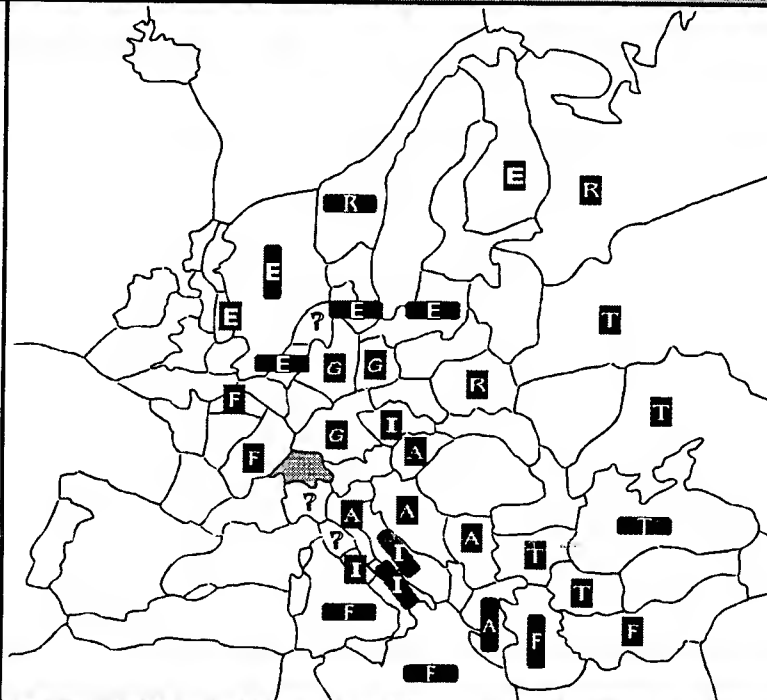
I think that covers all the important points! Your questions and comments are welcome.

Deadline for all games is Monday, March 23, 1992.

Atropos - A Game of Gunboat Diplomacy - Fall 1904

**F/A/T FEAST
IN SCRAMBLE,
G/I PAY BILL**

**THIN BLUE
LINE REACHES
ASIA MINOR**



Supply Centers

Austria: 6
VIE, TRI, BUD,
SER, GRE, +VEN
England: 6
LON, LPL, EDI, HOL,
SWE, +DEN, -NWY
France: 7
PAR, MAR, BRE,
SPA, POR, BEL, +SMY
Germany: 3
BER, KIE, +MUN,
-DEN, -WAR
Italy: 3
ROM, NAP, TUN,
-MUN, -VEN
Russia: 3
STP, +WAR, +NWY,
-MOS, -SEV
Turkey: 6
CON, ANK, BUL, RUM,
+SEV, +MOS, -SMY

Austria: F ALB-GRE, A TYO-VEN, A TRI sup A TYO-VEN, A SER sup A TRI,
A VIE sup A TRI
England: F EDI-NTH, A LPL-YOR, F HOL-KIE, F SKA-DEN, F BAL sup F SKA-DEN,
A FIN-SWE
France: A TUS-SMY, F TYS con A TUS-SMY, F ION con A TUS-SMY,
F AEG con A TUS-SMY, A MAR-BUR, A PIC sup A MAR-BUR
Germany: A KIE-DEN, A MUN-KIE, A SIL-BER, F DEN-SWE (ret HEL?)
Italy: Retreat A MUN-BOH. F APU hold, A BOH-VIE, A VEN-TRI (ret PIE, TUS?),
F ADR sup A VEN-TRI, A ROM-VEN
Russia: F STP(n)-NWY, A MOS-STP, A LVA-WAR
Turkey: A UKR-MOS, A SEV sup A UKR-MOS, F BLA sup F SEV (no F SEV),
A RUM-BUL, A BUL-CON

GM to Europe: An E/F/T draw has been proposed. Vote with your orders, and remember No Vote Received is *not* a No vote.

The original Russian player stays in the game.

Since several players contemplate multiple options on builds and removals, let's have Autumn and Winter 1904 orders only for next time, please! Care to get in a little extra propaganda? Press submitted will be published, not held to Spring 1905. The vote on the proposed E/F/T takes place immediately (like right now) also!

France to England: The Balkans are looking harder to crack than I hoped. Any play for me up here?

France to Italy: I like your style. Most others in your position would have pulled in their heads and defended to the death. Now we can have some fun.

France to Italy: Albion? Did I say Albion? I meant Albania. It was a lame pun intended to snow the sleepy guy to your east. I saw that he could cover it, so I deep-sixed the idea. But w-a-i-t a minute! What is this I see? Thanks for the hospitality. I gotta be goin' now.

France to Russia: Did you call?

France to Austria: What is this? I have to take on the Turkish behemoth myself? Where's your sense of honor? Are you a man or an Austrian?

France to Turkey: What military action? Do your armies swim now? The French Expeditionary Force is only the first of many. Oh, and by the way-- "Nanny, nanny, boo boo, you can't get me!"

Germany to England: Let's do it! I'm gonna git you sucka

Germany to Russia: Git sum

England to Old Austria: What? No more of your lip?

England to New Austria: I hope you are more congenial than your predecessor.

London to Paris: Your play has been the most interesting that I've seen for a while. It's taken time and patience and I'm glad to see it about to pay off for you. Now it's your turn to pick up some crummy dots.

I don't quite see how I took the pressure off Austria, but it won't be long before I can apply pressure more directly if that is what is called for. In any case, we *are* allies, you and I, as far as I am concerned. My main interests are an E/F sweep of the board. Do you want a dumb 4-way like *Sutherland* just had?

To get at you and me, Austria must slog through Germany and Italy first. I can't see quite how he can do it alone.

However, I am willing to throw the German a bone and move on next spring. But I'm not sure the Kraut is willing to talk to me any more.

London to Berlin: France wants us to kiss and make up and play nice to each other. Any ideas? What would it take to patch things up between us?

England to Russia: Hmmm— no moves is good moves I guess. I sure would like to see you come to life and reclaim your Warsaw homeland. Meanwhile, a Russian move on Norway would severely limit our cooperative spirit.

England to Turkey: Glad to hear that you're learning English and your motives are well placed. If France's paranoia about me gets worse, you may be the only friend I'd have left in the world.

Italy to France: Ruhr? Not to worry. We're far too Bohemian to move westward.

Italy to Germany: Just couldn't wait for me to get out of Munich, eh? Not a fine recommendation for your tourist industry. But for some help with the Austrian aggressor, I could put in a good word with the Michelin people.

Italy to England: Thanks for the offer, but my plan isn't to make an enemy of the Kaiser. His help I would like.

Turkey to The New Austria: I wish to continue the détente which I held with the old player. Welcome to the game. I have no desires to attack you but would appreciate any help which your F ALB could provide against the French interlopers. By the way— watch for him to take Greece.

Turkey to Italy: Quite honestly, I'd prefer you to attack France, but if you insist that I make the decision, then move north instead of against Austria.

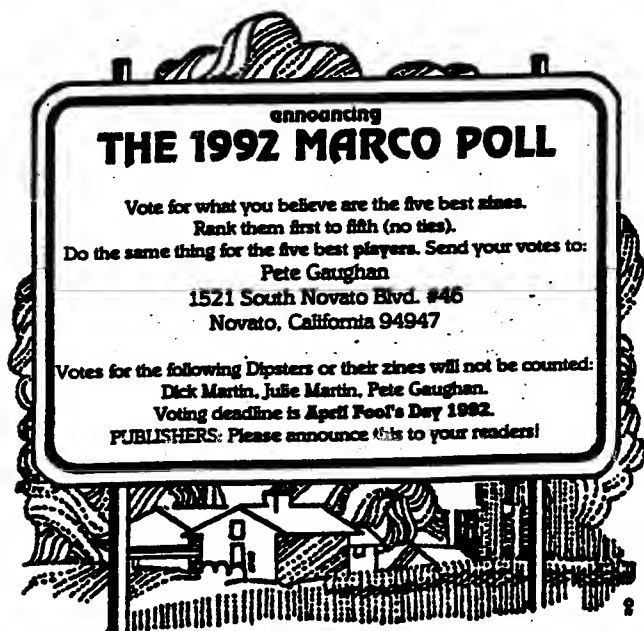
Turkey to England: Here it is, as I see it. France, with these moves, will temporarily hold on to one of my centers, but I'll get it back eventually, hopefully with Austria's help. You and I will eventually carve up Russia, Germany will go down in flames, and we may be looking at a three-way draw.

Turkey to France: Your moves will help you in the short run, but as I continue to conquer more and more land, I will slowly but surely destroy you. I warned you not to attack me, but you paid no heed. Now you will feel the wrath of an angry Turk.

England to Italy: I hear that herb tea is good for jittery nerves.

Players in *Witch of Endor*:

Austria	Stan Johnson, 10 Pine Street, Edison NJ 08817
England	Gene Gesner, 1308 Trailwood Lane, Longview TX 75605
France	Peter Baker, 800 S. Washington St., Apt. A-106, Alexandria VA 22314
Germany	David Polley, 2504 Huntwick #1007, Austin TX 78741
Italy	*COA* David Schlosser, Post Office Box 8084, Eureka CA 95502
Russia	Mike Gonsalves, 530 Treasure Lake, Dubois PA 15801
Turkey	Michael Alterio, 909 Sycamore Street, Buffalo NY 14212



Pete Gaughan, who in his excellent zine *Perelandra* upholds a tradition of wide-ranging literary discussions as well as game-mastering a fascinating variety of play-by-mail pastimes, also runs each year "The Marco Poll." The rules are described in the notice at left, so read 'em and participate, already!

Last year at this time, I hadn't been publishing *Hoodwink* long enough to suppose that anyone might want to vote for me in a poll of this sort; but this year, I am daring to think I might make a showing! So I thought I'd let you know that I am one of those publishers who is not ashamed to admit that he enjoys hearing that he's appreciated, and getting votes in a poll is certainly one way I'd enjoy hearing about it! It's a cheap way to pay a compliment, by any measure, and I assure you that your votes will be appreciated by me and by any other publishers you care to give them to.

Vote for the five best players you've encountered, too! Even if you haven't seen that much of the Diplomacy field, nobody has seen it all! An overview from as many perspectives as possible is what Pete wants here, and I hope *Hoodwink* will help him attain it.

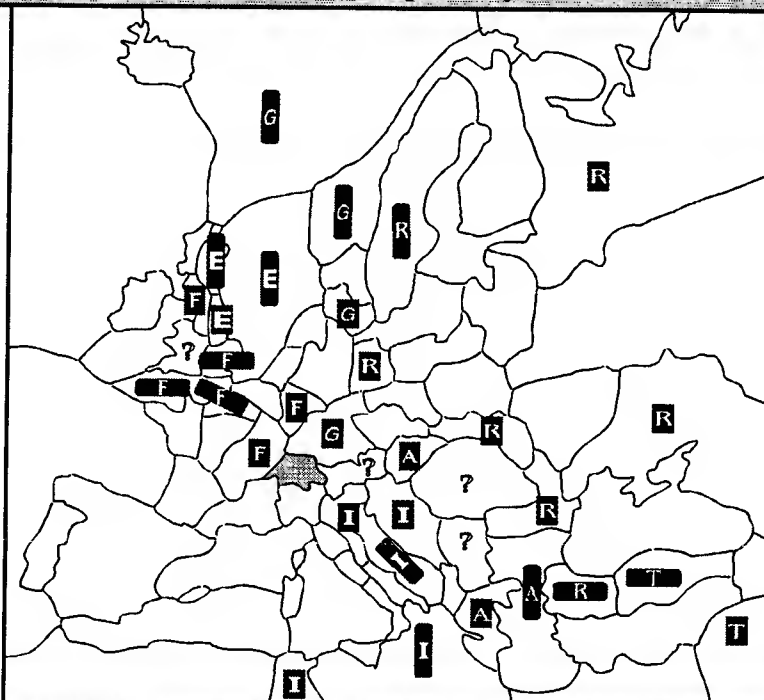
Players in *Marie Galante*:

Austria	*?* Larry Behrendt, c/o Atlanta Christian College, 2605 Ben Hill Road, East Point GA 30344
England	Phil Reynolds, USF #4286, 4202 Fowler Avenue, Tampa FL 33620
France	*?* Sean Brown, 520 South Verde Street, Apt. K, Flagstaff AZ 86001
Germany	Stan Johnson, 10 Pine Street, Edison NJ 08817
Italy	George Inzer, 1755 Ashville Road, Montevallo AL 35115
Russia	Mike Gonsalves, 530 Treasure Lake, Dubois, Pennsylvania 15801
Turkey	Gene Gesner, 1308 Trailwood Lane, Longview TX 75605

Witch of Endor ~ A Game of Diplomacy ~ Summer/Fall 1903

**SQUEEZED-IN
GERMAN'S
SQUIRMIN'**

**AUSTRIA AND
ITALY TRADE
SHOTS, DOTS**



Supply Centers

Austria: 5
BUD, GRE, SER, BUL,
+VIE, -TRI
England: 1
EDI, -LON, -LPL
France: 8
PAR, MAR, BRE, BEL,
POR, SPA, +LON, +LPL
Germany: 5
MUN, KIE, DEN, HOL,
+NWY, -BER
Italy: 5
ROM, NAP, VEN,
TUN, +TRI, -VIE
Russia: 8
MOS, WAR, STP,
SEV, SWE, RUM,
+CON, +BER, -NWY
Turkey: 2
ANK, SMY, -CON

Austria: A ALB-GRE, A BUD-VIE, A TRI-ALB (retreat TYO, SER, BUD?),
F BUL(s) sup RF CON. Build 0 or 1.
England: A YOR sup FF ENG-LON, F EDI hold, F SKA-NTH. Remove 2.
France: A BUR-RUH, A MAR-BUR, F ENG-LON, A LPL sup EF EDI, F BRE-PIC,
F IRI-ENG. Build 2.
Germany: F NTH-NWY, F NWS sup F NTH-NWY, A DEN sup EF SKA-SWE (no such
order), A LON hold (retreat WAL?), A BOH-MUN. Build 0 or 1.
Italy: A VIE-TRI, A VEN sup A VIE-TRI, F ADR sup A VIE-TRI, A TUN-ALB,
F ION con A TUN-ALB. Build 0.
Russia: F CON hold, A GAL sup AA BUD-VIE, A SIL-BER, A SEV-RUM, A MOS-SEV,
A STP-NWY, F NWY-SWE. Build 1.
Turkey: Retreat A CON-OTB. F ANK hold, A ARM-SYR. Build 0.

GM to Europe: I'm giving build and removal instructions a try in this game report. Feel free to tell me what you think about it.

Although there are numerous adjustments in material to be made in Winter 1903, it appears to your GM that there are not all *that* many mysterious variables operating, and I therefore request Spring 1904 along with your Winter 1903 orders. If three of you see it differently, let me know and we'll separate seasons.

Austria to Germany: Well sure, your Dad can beat mine; that's cause your Dad was the Seventh Fleet. From now on you won't have much of a yard or any toys to play with either.

Austria to David Conspiracy: Do your worst, both of you; I'll dance on both of your graves. Hey, Dave, who's that behind you with the stick?

Vienna to Constantinople: I knew all about Russia's better offer to you and what it was worth. The funny thing is, til you accepted Russia's offer, I was urging him to make peace with you. Life's funny, ain't it? But then things seem to work out right in the end-- as I/G Davids will find out to their regret. I sure hope they like French kisses.

Germany to England: I was sincere in what I had to say in my mail to you. At this point I'd have to be crazy not to at least try to make peace with London. You're not dead yet, Gene!

Germany to Austria: So I "more than deserve everything I'm about to get," eh? I didn't expect such nice words from you, Stan! But you live 1500 miles away-- how did *you* know about the date I had lined up for

last weekend? Your good wishes aside, my comments in last season's press about not playing in my yard or sharing my toys still go, however.
Germany to Russia: Hey! Get outta my yard! And get away from my toys!

Italy to All: My friends went on vacation the beginning of February, so any late mail is still in limbo. Don't take it personally.

Italy to Austria: My back may be nekkid, but that's not the side you can get at.

Italy to Turkey: That was some offer that Russia made you. I hope you aren't just going to take that.

Italy to Germany: A/R Matey!?

Italy to Germany: A wonderful idea, *Anschluss*. As long as you don't get thrown for an *Anschluss* in the trying.

England to France: I hope you went for London; I'd rather lose to you than the German.

England to Germany: It's kind of late to ask for help when you've ruined my position and realized my warnings are a distinct possibility. I can only hope I have helped Russia and France.

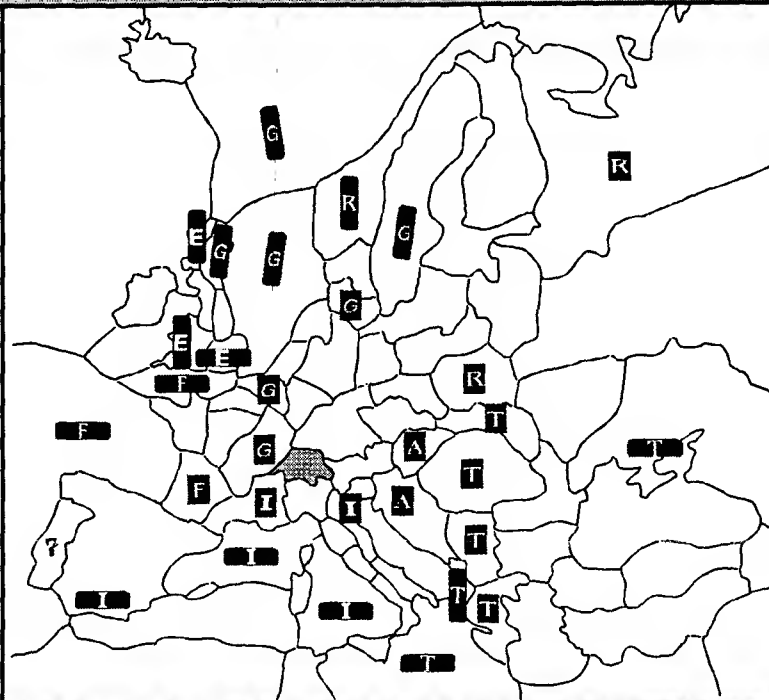
England to Russia: Sorry to be a pest, but I had to try something. Maybe this move is more to your liking.

England to Others: Don't expect much from me. If I'm not gone this turn, I'll be finished next year. This seems to be the story of my life whenever I play a western power.

Marie Galante - Diplomacy 1991AJ - Summer/Fall 1904

**GOING INTO
THE TURN, IT'S
T... G... I... R...!**

**NMR-FRAUGHT
GAME GETS
INTERESTING!**



Supply Centers

Austria: 2
TRI, VIE,
-BUD, -SER
England: 2
LON, LPL,
-EDI, -NWY
France: 3
PAR, BRE, POR, -SPA
Germany: 8
MUN, BER, KIE, HOL,
BEL, DEN, SWE, +EDI
Italy: 6
ROM, VEN, NAP,
TUN, MAR, +SPA
Russia: 4
MOS, STP, WAR,
+NWY
Turkey: 9
CON, ANK, SMY,
RUM, SEV, BUL, GRE,
+BUD, +SER

Austria:	NMR! Retreat A SER-OTB. Has A TRI, A VIE, <u>A BUD</u> (annihilated).
England:	Retreat F NWY-NWG. F NWG-CLY, F LON sup FF ENG-NTH (no such order), F WAL sup F LON. Remove 1.
France:	NMR! Has <u>F SPA(s)</u> (retreat POR?), A GAS, F MAO, F ENG. Remove 1.
Germany:	A MUN-BUR, A BEL sup A MUN-BUR, F DEN-SWE, A KIE-DEN, F NTH-LON, F NWY-NWG, F EDI sup F NWY-NWG. Build 1.
Italy:	<u>A VEN-TRI</u> , F WME-SPA(s), A MAR sup F WME-SPA(s), F GLY sup A MAR, F NAP-TYS. Build 1.
Russia:	F SWE-NWY, A STP sup F SWE-NWY, A MOS-WAR. Build 1.
Turkey:	F SEV hold, A RUM-BUD, A SER sup A RUM-BUD, A GAL sup A RUM-BUD, A GRE sup A SER, F ION-ALB, F EME-ION. Build 2.

GM to Europe: I might be wrong, but I think a season separation is a good idea here! Let's have just Winter 1904 orders and press, please!

Would John Schultz (P.O. Box 41-19390, ICH 308, Michigan City IN 46360) please stand by for France? As for Austria, no standby will be called; if Larry neglects to submit orders again, the position will be played out by Hoodwink house rules (last two units supporting each other). And thanks to Phil Reynolds for taking over England's desperate position!

Germany to Turkey: I love the way you are ripping off Austria's and Italy's limbs and beating them with them.

Germany to Italy: Better watch out, Georgie, you don't want to let a Turk jump you from the rear.

Turkey to England: Are you there or have you given up?

Turkey to France: Maybe I'll do some stomping, but right now it's in the Austrian area.

Turkey to Germany: You look to have an interesting situation. Is France with you or England?

Turkey to Italy: I'm not ready to make any more enemies right now. I hope you agree.

Turkey to Austria: You are doing well hanging in. If the set-up had been different when I entered, it might have worked.

Turkey to Russia: See, I upheld my end. We shall see what the future holds.

Italy to Austria: I hate to kick a guy while he's down and out, but I kept wasting moves trying to figure out what you are *really* going to do. I know I can talk to Gene.

Italy to France: Looks like the Mexican standoff between us. Any ideas?

Italy to Turkey: Here's the move I promised. I hope we can get it together enough to stop Germany from sweeping the game.

Italy to Russia: Good luck! At least Turkey is being distracted by his Austrian campaign. You could play a pivot! role here.

Italy to Germany: Will I get clemency if I hold off France long enough for you to finish England? Is it still too much trouble to go for Paris?

Italy to Phil Reynolds: If you do take over England, send me a card. I never could get a response from the old England. Of course, it's probably too late now and Europe will probably fall under Germany's heavy thumb.

England to Germany: Oh, not *you* again! Ugh! Ack! Spit! P-tuey!

England to France: Liked your moves last turn. Maybe we can get on the same side here. We both need to concentrate on holding our own, but a little help wouldn't hurt....

Brer Phil to Perverse GM: Thanks a lot, Stven! I don't mind the crummy position, but letting me get molested by the likes of Acid Stan? I thought you were my friend!

England to Russia: This is one of the few games, Mike, where neither of us is doing very well. However, I inherited this bad position-- you caused yours!

Brer Phil to Stven: *That* should provoke an angry retort, I'll bet!

Unca Stven to Brer Phil: Probably not, once I go ahead and point out that Mike inherited his position in Russia as a standby for John Fisher.

England to Everyone on the Southern Side of the Board:

HELP!!!!

Sutherland ~ Diplomacy 1991AI ~ Post-Game Statements

1901 1902 1903 1904 A/F/G/I four-way tie passed after Spring 1905.

6	7	8	9	Austria:	Don Williams
4	4	3	1	England:	Bob Clark, John Schultz (Fall 1904)
5	6	8	8	France:	Alex Leech (resigned Summer 1905)
5	5	5	7	Germany:	David Pierce
4	5	4	5	Italy:	Paul Boymel, Frank Wranovix (Fall 1903)
5	4	3	2	Russia:	Ward Batty
4	3	3	2	Turkey:	Bob Brill, house rules (Autumn 1904)

David Pierce (Germany):

I certainly never expected the game to end this soon or this way. I must have overlooked the draw proposal or I definitely would have voted against it.

Prior to Spring 1902 moves, I found myself in the enviable position of having four neighbors, none of whom were voicing threats and each of whom was requesting German aid in attacking another country. With England requesting assistance against Russia and France requesting assistance against Italy, it became obvious that I could be caught between a powerful E/F unless I could turn one of them around.

After some very hard negotiating, I was able to turn France against England in Spring 1901 and obtain agreement on a long-term alliance. Because of our aggressive anti-English moves in 1901, we should have cut England to 1 center in 1902 and eliminated him in 1903. However, France botched his orders and England escaped.

Nevertheless, the alliance held, which got us into the position that existed at the game's end.

John Schultz (England as of Fall 1904):

I was only here for a short time, but I did enjoy myself... mostly due to a very congenial and communicative Austria. Thanks, Don.

I hope I was the one who voted yes to the draw proposal. As I see it, only Russia and I, and perhaps Italy, would have reason to want to see this game end so prematurely. I would hate to believe I didn't vote as an oversight. I'm usually very careful about that sort of thing since it caused me the loss of a potential solo not so long ago. This type of situation is exactly the reason I support the NVR=no concept.

When I joined the game, I made a decided effort to play France against Germany and vice versa with zero success. Both failed to respond to my queries and proceeded to trounce me about my head and shoulders. Enter Austria to save my British neck. Don offered me safe sanctuary in STP for possible future consideration (in other words, out of his kindness of heart), and too, I believe, because he enjoyed thwarting the German ambition to eliminate me.

My apologies to Italy, a player for whom I have a lot of admiration, for not writing to him in the early going. There isn't any good excuse for it, but it really was an oversight.

It would have been interesting to see how long I could have survived and to see if I could have indeed repaid my debt to Austria. In the back of my mind was even the possibility of recapturing a homeland dot or two. Delusions of grandeur?

But hey... it's just a game, after all... right? The important thing is that everyone enjoyed themselves, as I'm sure they did.

Stven, guy... you're a fine GM and I really like Hoodwink a lot. Please use me as a standby any time... any position... no matter how untenable. NVR=yes still stinks, though.

Frank Wranovix (Italy as of Fall 1903):

Great game, weird ending. I proposed the 4-way just to get a reaction from F/G and never expected it to pass. I did think I could stalemate France and wanted to start him thinking about a way to break the stalemate— i.e., stab Germany. The A/I was a natural from the time I took over Italy in 1903, and given the position, I figured the chance of Austria stabbing me was remote for the near future. Don proved a great ally (to me!) and I got a clear sense of what a tough Diplomatic hombre he is.

Ward Batty (Russia):

I'd like to congratulate my opponents on a game well played, but since I was playing in this 4-way tie (does that mean I came in second?), I'll just have to scratch my head and ask Don Williams, "You screwed me for *this*?"

I just couldn't get a deal out of Turkey, so I had to take a crummy deal from Don even though I was 60% sure that he was lying. I did get the satisfaction of one of those "You were right" letters from Turkey, so maybe he'll remember this in a future game (not.)

Stven Carlberg (GM):

The gamestart announcement went out on January 14, 1991, in Hoodwink #5½. The tie announcement went out on January 14, 1992, in Hoodwink #17. That's 365 days flat, pretty good time for getting through a game— except this one didn't really look over. While the F/G position may have been strong enough to hold out against any combination of opponents, Alex Leech, the French player, had just resigned and would have been replaced had not the entire board, including Don Williams, who as the Austrian was the leader in supply centers, failed to vote against the tie.

Just before resigning, Alex made an emotional speech in the press, declaring that he would *never* vote for a tie. I wondered if other players were convinced that Alex would vote against it and therefore they didn't need to bother. (I'm going to remember this tactic the next time I'm trying to get people not to vote!)

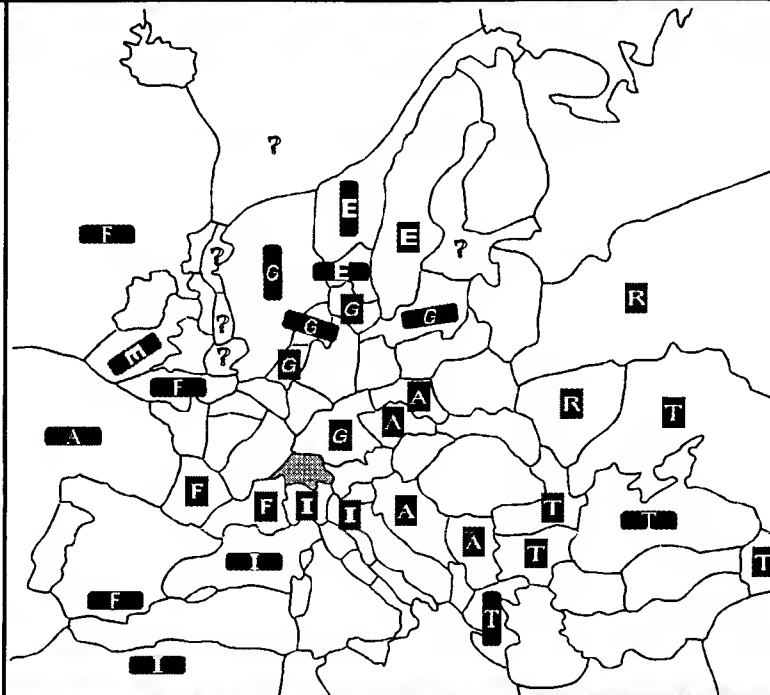
I don't like a rule which counts *failure* to vote as a vote *against* a game-ending proposal, because I don't like a situation where *apathy* can prolong a game that the *interested* players are ready to end. On the other hand, I'm not happy to see a game end when there are players still interested in continuing it. *Sutherland* was a wild and woolly contest, and I'm sure I'm not the only spectator who'd have enjoyed seeing what was going to happen next.

Hoodwink's NVR=NO rule remains the same. Vote!

Hotspur – Gunboat Diplomacy – Autumn/Winter 1906, Spring 1907

**BELEAGUERED
BRITS BATTLE
HUNS AT SEA**

**FULL-PRESS
COURTING OF
FRESH FAVORS**



Supply Centers

Austria: 5
BUD, TRI, SER,
VIE, RUM
England: 5
LON, LPL, EDI,
NWY, STP
France: 5
PAR, BRE, MAR,
SPA, POR
Germany: 7
BER, MUN, KIE,
HOL, DEN, BEL, SWE
Italy: 4
ROM, NAP, VEN, TUN
Russia: 2
MOS, WAR
Turkey: 6
CON, ANK, SMY,
BUL, SEV, GRE

Austria: Retreat A GRE-OTB. Build A TRI. F MAO-WME, A GAL-SIL, A TRI-TYO, A BOH sup A TRI-TYO, A SER-TRI
England: Retreat F SWE-SKA. Remove A LON. F IRI-LPL, F SKA-DEN, A FIN-SWE, F NWY sup A FIN-SWE, F NTH hold (retreat NWG, EDI, YOR, LON?)
France: Remove A BRE. A MAR hold, A GAS sup A MAR, F NAO-LPL, F SPA(s)-WME, F ENG sup GF BEL-NTH
Germany: Build F KIE. F BEL-NTH, F HEL sup F BEL-NTH, F KIE-BAL, A HOL hold, A DEN hold, A MUN sup AA BOH-VIE (impossible), F SWE-SKA (retreat GBO?)
Italy: Build A VEN. A VEN-TYO, A PIE sup A VEN-TYO, F GLY-WME, F TUN-NAF
Russia: Retreat A SEV-UKR. A MOS-SEV, A UKR sup AA GAL-RUM (no such order)
Turkey: Build A CON. A BUL-RUM, F BLA sup A BUL-RUM, A SEV sup A BUL-RUM, A ARM sup A SEV, A CON-BUL, F GRE sup A CON-BUL

GM to Europe: We welcome a new Austrian player to these proceedings! We also remind players that orders conditional on results of previous seasons are always acceptable— even recommended! Also, seasons are separated on three requests or on say-so of the GM, who will try to anticipate the need.

Austria to Europe: If you're reading this, then Kaiser—the-last is *kaput* and Austria is now ruled by a conglomerate of Hollywood Starlets who can't act but will get naked for acts of cooperation on the Diplomacy board. What offers do I have for the favors of Rebecca de Mornay, Tanya Roberts and Julia Roberts (who will use a body double, as usual)? Read on for personal messages.

Austria to England: You have my support. I come to your aid versus the Germans. Simply hold out a little longer.

Austria to France: I'm outta the MAO soon as I can. If you can dislodge my fleet, I'll disband it.

Austria to Germany: I'm gonna mangle you. You dared to prevent my attendance at Octoberfest. (No matter that our previous ruler neglected to order us there.)

Austria to Italy: Can you dislodge my fleet? I pledge the friendship of this new regime to you.

Austria to Russia: I leave you to sort out your differences with the Turk. I'm off to Kaiserslautern for brunch.

Austria to Turkey: You leave Rumania and take Greece? This game could become Austria-cares-only-about-stopping-Turkey—from-winning if you keep that up. Still friends?

Turkey to Austria: What the heck— how'd *that* happen? Are you there? If so, I still hope you took Warsaw. I left you Rumania, and I figured you'd take Warsaw and stay even, and we could go on from there. Now I'm not sure what we're doing.

Turkey to Russia: Go ahead, make snide remarks about how I treat allies. At least I had one. Even if it *was* one with his fleet way the heck on the other side of the board who's been doing silly stuff like moving to Bohemia and NMRing.

Turkey to England: Oh, thanks a lot! I mean, how wonderfully helpful, leaving St. Pete open for Russia! Sheesh, some people....

Turkey to Germany: An ally in the center of the board? That'd be very nice; let me know if there's anything I can do for you.

Germany to France: I noted, with appreciation, your attempted support last turn for my F BEL to move to the North Sea. I have decided to do it "your way" this time, in hope that you'll repeat that support (and because I may need additional strength bearing on Denmark after this turn). If I still didn't make it into the North Sea this turn, and you have the unit to spare next turn (and succeeding turns), please consider providing the same support again.

Epecially consider doing this if I lost Sweden this spring, as otherwise we may end up going nowhere against England this year. I'm anxious to finish off England as fast as possible, allowing us to concentrate on other matters, including the Italian or Turkish threats.

Germany to Italy: France has his hands full at this point. What would you say to de-emphasizing your attack, and doing something about Turkey? I note your alliance with Austria. Well, Austria could use a hand against the barbarous Turk! Don't let a yellow fleet into the Ionian—it could spell your doom! Please note that Turkey will be able to build this winter, and is almost guaranteed Rumania (at least) next year. With Austria pulling a flake-out, you are forced to put a top priority on your security needs in the Eastern Mediterranean region. Germany will continue to honor the Tyrolia DMZ pact we have made—rather than apply the "pressure" that the French government has requested, Germany prefers "persuasion."

Germany to England: And the battle is well and truly joined! May the best man win.

Germany to Russia: What do you mean you don't have an ally? I may be looking a little better now, but I was the sick man of Europe for several years there. If I had done everything you wanted I'd be dead (or dying) now—and how much help could that be to you? At least now I'm a force to be reckoned with—England is *forced* to turn in my direction. Note his move to Finland last turn. This is your opportunity to get back in this game. I'll repeat my suggestion for a third time—*move back to St. Petersburg!!* What are you waiting for? St. Pete can be held til the cows come home—the same claim can clearly not be made for any of your other centers, as the grieving widows of Sevastopol now understand to their disappointment. I am your only friend in this game, and I *am* a friend. Thank you for sticking up for me in my hour of need—now I am doing all that I can to help you in yours. Thanks for listening.

Germany to Russia: On the other hand, depending on conditional moves and whatnot, I may be forced back from Sweden. I'll probably retreat to Gulf of Bothnia. If so, I will almost certainly try for St. Petersburg next turn—*please do not interfere*. German occupation of St. Petersburg would only be temporary, however—my intention in moving there would be to harm England, not Russia.

Germany to Austria: Germany extends the hand of peace and friendship to the new political forces that have successfully made their revolution and swept away the Old Order of the Hapsburg Dynasty. We urge the thorough revitalization of the Austrian polity. We share Austria's historic European values, and view with the utmost horror the predations of the barbarous Turk in the Balkans region.

A little history: Austria and Germany had long maintained a DMZ pact, guaranteeing to forever honor the demilitarized status of Tyrolia and Bohemia. In the final hours of the "Mad Hapsburg" reign, renegade forces in the Austrian Army took advantage of the wholesale confusion existing in Vienna to plunge the Imperial Guard Corps deep into Bohemia, violating the sacred pact that heretofore had existed between our two Germanic peoples. The result, as you know, was highly rewarding, but, sadly, also highly tragic. On the one hand the absence of the Imperial Guard in the capital led to the successful September Revolution, which replaced the corrupt Hapsburg dynasty with the young, vibrant leaders of the "Vienna Commune"; but the use of Austria's last reserves in a mad scheme to incorporate Munich and other possessions of the German Reich into a "Greater Austria" had its unfortunate side effects—much of the Balkans have now been lost to Turkish advances.

Germany urges the new Austrian leaders to put this situation right: Withdraw or dismantle the Bohemian invasion. Further,

Germany would urge a realignment in the East. Russia can no longer be considered a threat to Austrian independence, and indeed is now overwhelmed by Turkish troopers, much as your dependencies in the Balkans have been overrun. Make peace with Russia. Cooperate with that state and push the Turk back. For its part, Germany pledges: To *withhold* from further public criticism of the Austrian regime; To again *guarantee* the inviolability of Austrian possessions in Bohemia and Tyrolia, as long as similar guarantees are forthcoming from the Austrian government; To *cooperate* with the Austrian government in all manner of intercourse—economic, political, and social; and finally, To *defend* Austria against all enemies, both foreign and domestic. You have our solemn word.

Italy to France: Maybe it's time for a mid-game reassessment and a New World Order. You took your best shot at me and I held you off. Now I've taken a shot at you and it's fairly obvious that you can hold me off indefinitely. This situation isn't getting either of us anywhere. I'm willing to back off and give you some space. But if I look elsewhere, I need to have some confidence that I won't get another dose of froggies in the Med. How about it? Can we get disentangled enough to pursue other interests?

Italy to Germany: My move to the Tyrol is to block you from taking France's advice about putting pressure on me. I don't want any more pressure. I want an escape. You have plenty to think about without coming after me. With Austria asleep at the wheel, I'm looking for a realignment of interests. I'd like to make a deal with France. I'd like to see you at the negotiating table as well.

Italy to Turkey: I'm staying out of the Ionian as you can see. Austria's miss could be our opportunity to get to know each other better. Is there room at your table for a battle-weary Italian?

Italy to Austria: Missing a move in Gunboat could be a costly blunder. You helped me hold off the French attack and I'm grateful. But I need a reliable ally. Do you qualify?

Italy to Russia: You were lamenting about how no one was slowing the Austrian down. Well, maybe the red tide has started to go out.

Russia to Austria: Can we talk now? Or did Turkey take Greece to prove his friendship?

Russia to England: Good move. I certainly won't take it as long as I can hold back the creeping crud to the south. But you knew that, didn't you?

Russia to England: *Hep you? Hep me!*

Russia to France: Don't hurt Turkey's feelings any more than you have to. He's a very sensitive fellow. You saw what happened to me.

Russia to Germany: Sorry, but you *were* mooning the eastern front. And as any Heinie knows, it pays to stay covered. But why am I apologizing? I'm only trying to survive, and you're trying to conquer the world.

Russia to Italy: Sorry for the false alert. I thought it was '08.

Russia to Turkey: Win or lose, you get my vote. You got Austria to help you against me for nothing, you got Italy to go west of all things, and then you stab Austria for Rumania and make him so heartsick that he NMR's while you take Greece. Very slick.

France to Rogue Austrian Fleet: Phone home.

France to Italy: Wrong seasons? NMR's? Are you sure Austria is the one you want as an ally? I'm sorry we got off on the wrong foot, but maybe we could patch it up. If you go east, I'll go west.

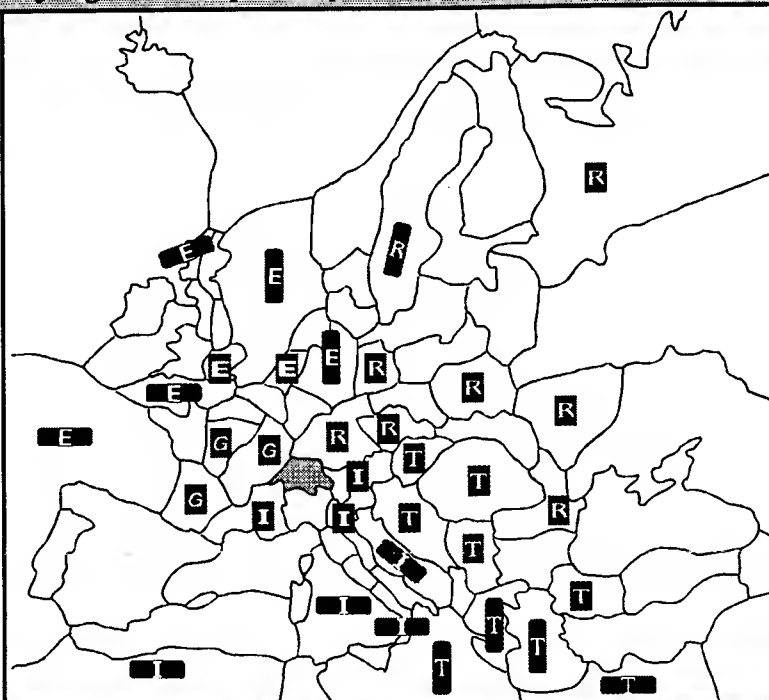
France to Germany: Boy, this neighborhood is getting crowded. Some pressure on Italy would still be more than welcome. I don't like A's in the Atlantic either, but I'm a little shorthanded right now. I wanted to put an army onto British soil this round, but I need some defense. If you got into the North Sea, support into London would be nice.

France to Turkey: Hi there.

Indefatigable ~ Diplomacy 1990II ~ Autumn/Winter 1906

TWO REQUESTS DELAY ADVENT OF SPRING

E/R/T TIE PROPOSAL UP FOR VOTE



Supply Centers

*
England: 7
 LON, LPL, EDI,
 NWY, DEN,
 KIE, HOL
Germany: 3
 BEL, PAR, BRE
Italy: 7
 ROM, NAP, VEN,
 TUN, SPA,
 POR, MAR
Russia: 8
 MOS, STP, WAR,
 SEV, SWE, BER,
 RUM, MUN
Turkey: 9
 CON, ANK, SMY,
 VIE, BUL, BUD,
 SER, GRE, TRI

England:	Build A LON.
Germany:	Remove F BRE, F BEL.
Italy:	Retreat F ION-ADR. Build F NAP.
Russia:	Build A WAR.
Turkey:	Build A CON.

GM to Europe: Bruce Reiff stays in the game. Thanks to Mickey Preston (and an issue of **Hoodwink** added to his subscription) for being ready with standby orders.

As noted in the headline above, an E/R/T tie has been proposed. Votes are due on the next deadline, March 23, and as usual, NVR does not equal NO. Don't forget to vote, even if you have no change of orders for Spring 1907!

Spring orders are on file from all players, but with the season separation, you have a few weeks to think about whether you want to change them. None of the press submitted seemed to need delay to next time, so here it is.

England to All: Semi-apologies on the COA. My friends went out of town the beginning of this month and any late mail sent there will not be seen for another couple of weeks. That won't happen with the new address.

England to Russia: We really ought to get the Sultan a nice gift. He did right by us.

England to Turkey: Best wishes on giving Italy the boot.

Turkey to Europe: Maybe it's time to end this before we leave Bruce and Doug completely broken in mind and spirit. It's been fun, though, and there may be some fun left in it. But let's vote on it.

Turkey to Germany: There's still some dots for you in Italian-held lands. Think it over.

Turkey to England: There's some Italian dots for you, too. Portugal is so inviting in the spring. Fall ain't so bad either.

Turkey to Russia: Sure hope you don't build any nasty old fleets in the south. Or armies either, for that matter. I thought my build of A CON would be the least offensive to you.

Russia to England and Turkey: Hey guys, I appreciate the cooperation we've got, but I'm kinda hemmed in for expansion. Any suggestions?

Russia to Italy: No write, no cooperation, but then, who cares? Evidently not you.

Italy to Europe: I really screwed this one up, didn't I?

Players in Indefatigable:

England	*COA* David Schlosser, Post Office Box 8084, Eureka CA 95502
Germany	Douglas Kent, 54 W. Cherry St. #211, Rahway NJ 07065
Italy	Bruce Reiff, 2207 Smokey View Blvd., Powell, OH 43065
Russia	Gene Gesner, 1308 Trailwood Lane, Longview TX 75605
Turkey	George Inzer, 1755 Ashville Road, Montevallo AL 35115

Hoodwink Survey

I got 13 responses to my questionnaire, as a result of which I feel greatly encouraged about continuing the zine in the same vein. I don't know how obvious it was that I was looking for reassurance, but I certainly got some! "Let me say that yours is just about the best zine I've seen and I wouldn't change it a bit," wrote one player. "It's clean, easy to understand, well designed, extremely punctual and all-around top-notch. And... if you'd care to slip me a few extra units, I wouldn't object!" Ah yes, Diplomacy! What a hobby!

Here are some of the details and tallies of the responses.

Press

Should the GM participate in the press? Yes, 1; Depends, 4; Don't care, 3; Stay out, 3. Most people figured that the abundance of press in **Hoodwink** is a simple matter of having some players who like to write, and not really the result of anything the GM does or doesn't do. "Generally better when GM exercises restraint" was the general consensus about GM comments in the game press. "Fun, but only to a point—there's no need to respond to everything."

Should the press be next to the game? Yes, 10; Don't care, 2. There was one comment, "I hate press myself," but otherwise everyone agrees enthusiastically that having the press right next to the game map is the best way. "I much prefer having *all* press right on a page with the game," one player told me. "I don't care how small the print, as long as it's legible."

Game Reports

There were a couple of stray complaints, but none of my reporting methods seems to be bothering more than one player each! Asked if my game reporting is clear, 10 people said yes, and no dissenting opinion was expressed.

I was very curious to see how you would rate the system of double-underlining for dislodged units, and asked you to rate it "on a scale of 1 to 10, where 10 is one of the great ideas in the annals of Dip reporting."

Even confronted with such blatant hyperbole, five of you gave double-underlining an 8! I also got a 6, a 7, a 9, one "7 for the idea, but 10 for how much you should keep it," and one "2 – okay idea but not earth-shattering." (There's *one* brave soul who resists hyperbole, anyhow!) That averages out to about a 7½, and reassures me that I've got a genuinely sound idea here in double-underlining. Obviously, I'm going to stick with it.

The flip side of the question, concerning the practice of reporting moves with the units' final positions in all caps (as a handful of other zines do), was rated as "helpful" by 1, "useless" by 3, "in between" by 1, and "unnecessary," given double-underlining and/or maps, by 4 others.

I asked about having the list of ownership of supply centers published all the time, even with Spring reports, and got a wide range of opinion. 3 felt rather adamantly that the list is useless with Spring reports (at least to players, if not to mere spectators), while 6 felt pretty strongly that it's a big help. I'm going to continue following my own impulse on this, because I find *myself* time and time again having to hunt up the previous issue of some zine to ascertain the possession situation—and I'm going to insist on saving **Hoodwink** players the trouble that I wish these other zines would save *me*.

Is it easy to tell when you are to build or remove? 6 said yes; 1 said no; and a couple said yes, but it'd still be easier if I'd just put a "+1" or "-1" or whatever someplace in the report. I'm trying out in a couple of game reports this issue putting in the adjustment number, and I'll see how I feel about it.

Which of my three-letter abbreviations for spaces do you wish I would change? Four isolated requests, prompting no change.

Features

Do you like the anonymous roundtable discussions? Nine said yes; one said No!— with a big exclamation point!

People seem content with my schedule of publishing the roundtables, some issues having them and others taking a breather from them.

Thanks also for your suggestions of what I should publish more of, or more often, which included: letter columns, word games, Hornblower stuff, trivia, house rules (which are in this issue along with a gamestart), the deadline on each separate game report sheet (a good idea which I'm going to try to figure out a good spot for), and "the zine."

The Summing Up

Pride in a job well done is nice, but it's a lot nicer when you can feel that some appreciation and respect from others are part of the deal, too. Sometimes it feels like a long time between drinks of water, but the responses to this survey have sated my thirst for approval for a while, I do believe. Thanks all!